

# Pawan Wagh

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## EDUCATION

Arizona State University, Tempe, USA

M.S. in Computer Science

Jan 2021 - Present

GPA - 3.78/4

- **Coursework** - Database System Implementation, Software Security, Foundations of Algorithms
- **Graduate Service Assistant** - Developed application for Lidar control and point cloud visualization using C++.
- **Software Developer** - Developing applications used by **50,000+ students** on a daily basis at University Technology Office.

Pune Institute of Computer Technology (PICT), Pune, India

B.E. in Computer Engineering

July 2013 - June 2017

GPA - 8.55/10

- **Coursework** - Data Structures, Principles of Modern Compiler Design, Computer Networks, Cloud Computing, Operating Systems and Design, High Performance Computing, Object Oriented Programming, Design and Analysis of Algorithms.

## WORK EXPERIENCE

Software Engineer 2 - Quick Heal Technologies, Pune, India

July 2019 - Oct 2020

- Developed backend server and tools, created technical designs for features and performed code reviews
- Optimized Service pack delivery algorithm which reduced storage used on AWS by around **8000** endpoint servers and effectively decreased cost per release by **20%**.
- Improved product by adding policy settings, developed tools for migrating policy from older to newer versions of products. Engineered a plugin and its backend server to monitor mail contents in outlook 365.
- Debugged crashes in product by analyzing crash dumps and handled customer escalations.

Programmer - Ubisoft Entertainment, Pune, India

July 2017 - July 2019

- Contributed to tools, engine and gameplay for PlayStation 4 and Xbox One on Far Cry 3 CE.
- Implemented platform specific features, achievement system, input system for the game with **2M+ downloads**.
- Optimized product by fixing retail configuration which resulted in performance gain of **30%**.
- Led development for the camera system, prototyped camera designs, automated builds by using Jenkins and mentored two junior engineers.
- Automated data cleanup by using scripts which cleared more than **60%** unreferenced data in sqlite based large data files and reduced daily data sync up time by **25 mins for 100+ team members**.

## PROJECTS

User preference sensitive dbms on top of minibase (Java, Minibase)

Implemented skyline operator, Clustered B+ tree indexes for open source database(minibase). Managed memory used by Skyline operator and pruned around **80%** records by developing algorithm.

File activity monitor (C, WDM, Minifilter)

Wrote a Minifilter driver to monitor file activities(read, write, delete) using the windows driver model. Created a user space application to communicate directory paths to kernel space minifilter driver.

Quality of Experience\Quality of Service mapping in Software-defined networks (Java, Play, MongoDB)

Designed end to end flow for the project and wrote an algorithm for calculating quality of experience. Developed Play based controller application to adjust path weights to avoid congestion in the network using mininet and MongoDB.

## SKILLS

Programming Languages

C++, Java, C, Python, Go, Shell Scripting

Databases\Frameworks

MongoDB, SQL, STL, Android SDK, Flask, React, Node.js

Operating Systems\Tools

Linux, Windows, Visual Studio, Terraform, Maven, Docker, Git, Perforce, JIRA

Others

AWS, Debugging, Design Patterns, Cloud Services, Object oriented programming, REST APIs, Problem Solving, Leadership, Multithreading

## ACHIEVEMENTS AND LEADERSHIP ACTIVITIES

- Led **team of size 8** for CSE 543 Information Assurance and Security in Spring 2021.
- Spot Award at Quick Heal for optimising service pack delivery mechanism.
- Received Big Bounty Hunter award at Ubisoft Pune for fixing maximum number of issues.